

Fig. 1

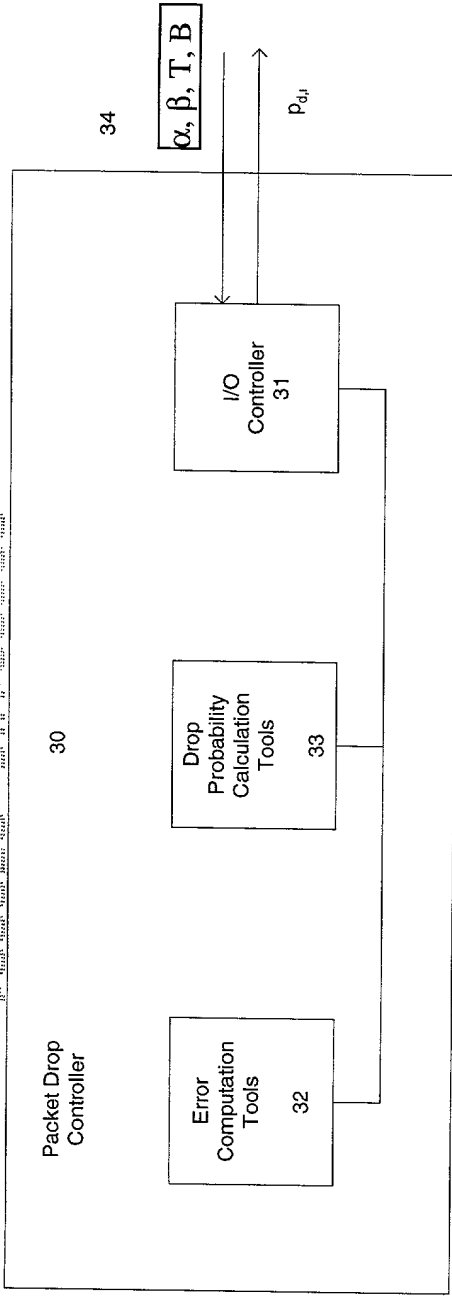


Fig. 2(A)

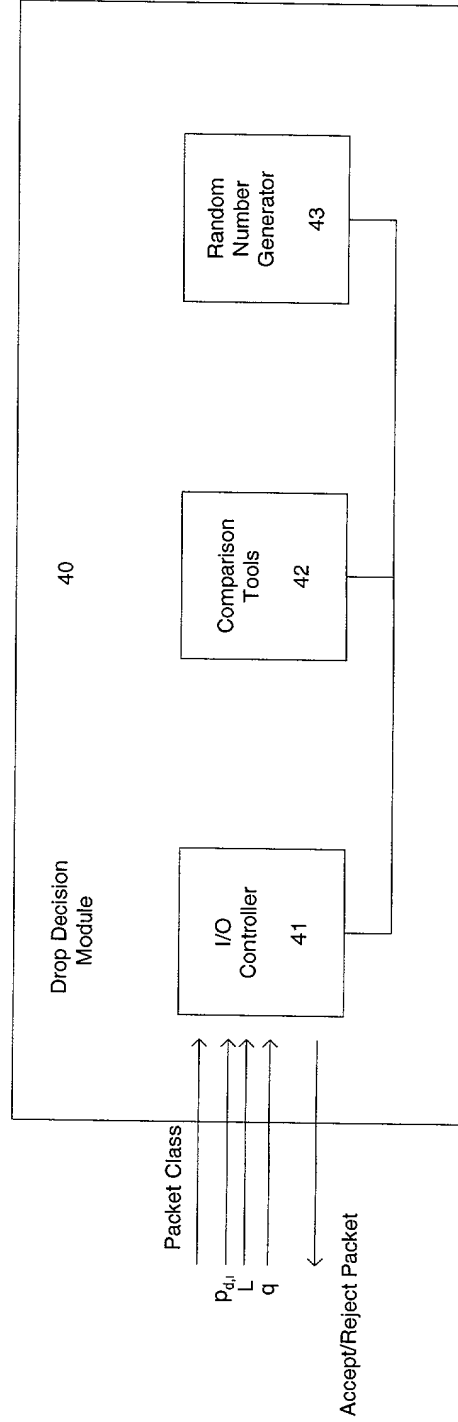


Fig. 3(A)

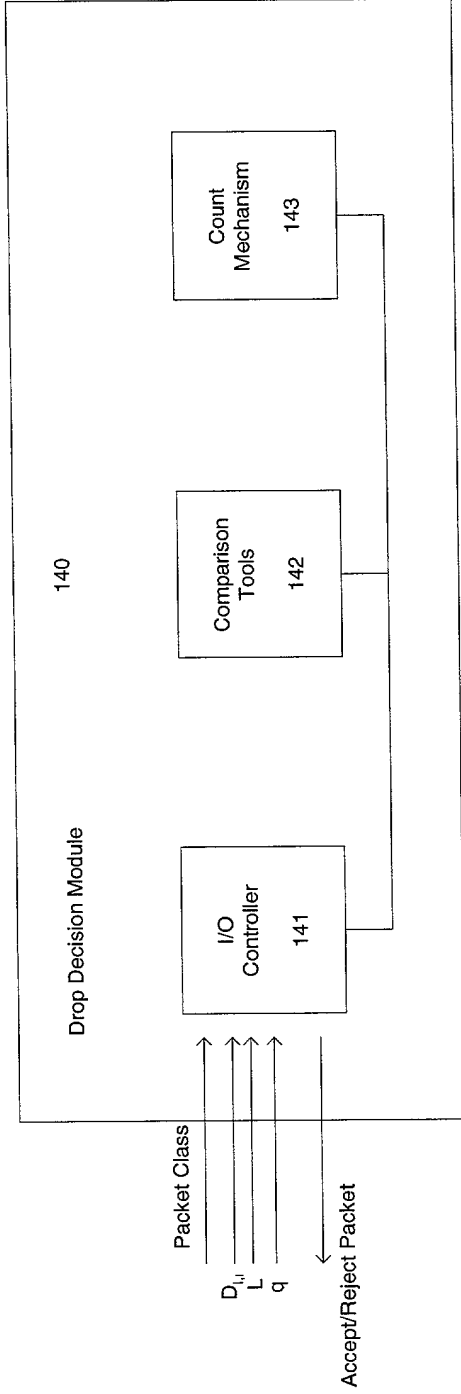


Fig. 3(B)

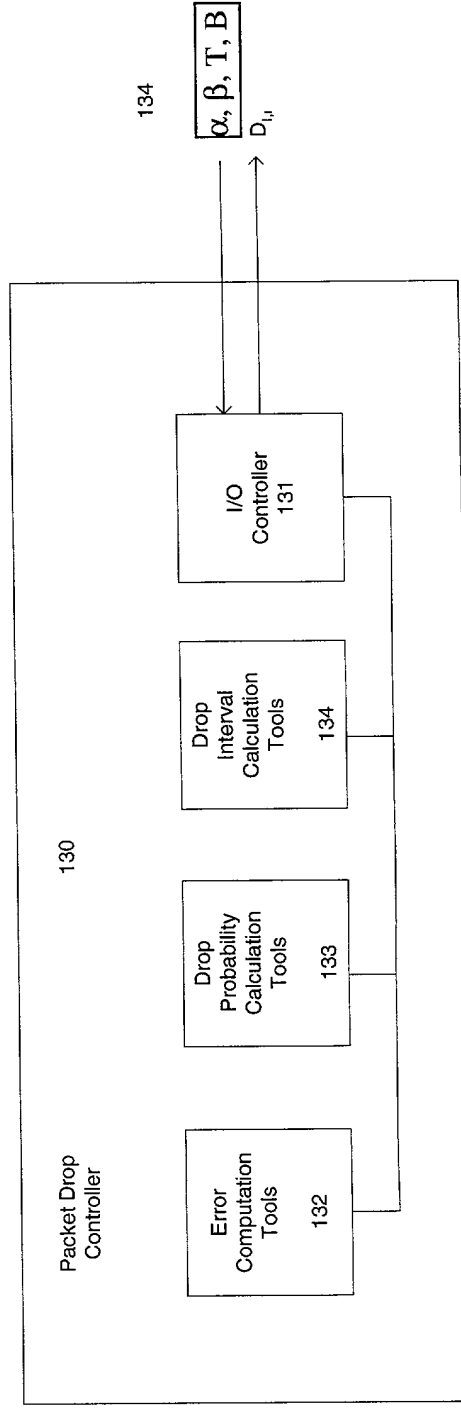


Fig. 2(B)

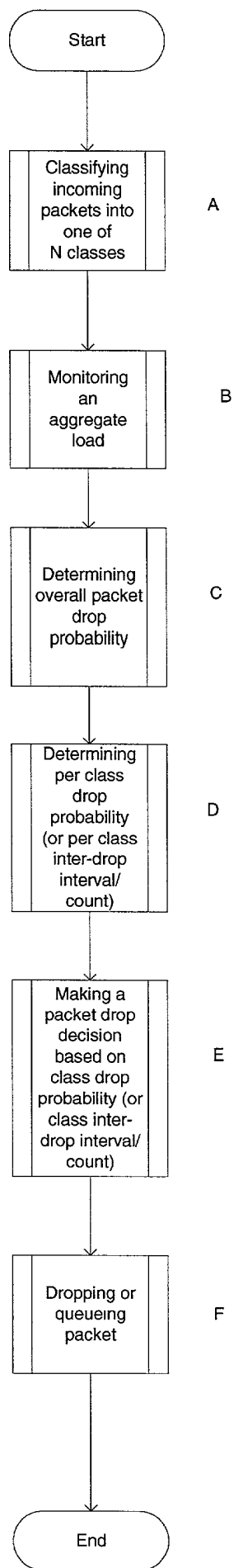


Fig. 4

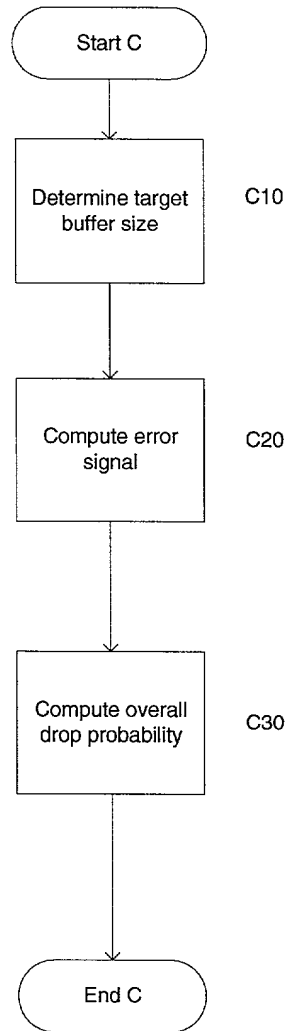


Fig. 5

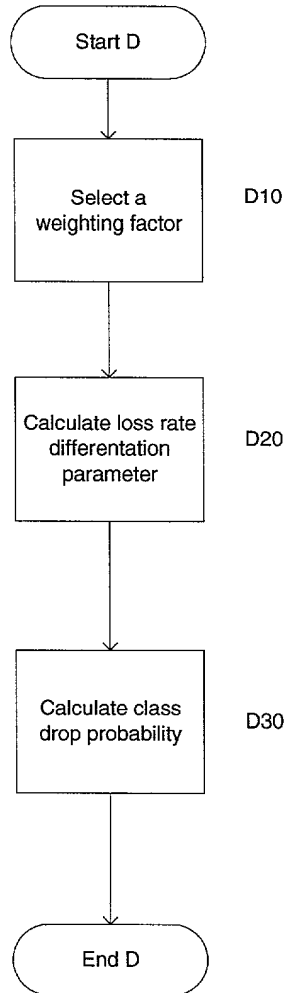


Fig. 6(A)

FIG. 7(A) is a flowchart illustrating a packet dropping process. The process starts with an oval labeled "Upon arrival of a packet, start". This leads to a rectangle labeled "Receive 'no-drop' threshold" (E10). From E10, the flow goes to a diamond labeled "actual queue size < 'no-drop' threshold?" (E20). If the answer is "yes", the flow goes to a rectangle labeled "Queue packet F20". If the answer is "no", the flow goes to a rectangle labeled "Generate random number $0 \leq p_r \leq 1$ " (E30). From E30, the flow goes to a diamond labeled "random number \leq packet class drop probability" (E40). If the answer is "yes", the flow goes to a rectangle labeled "Drop packet F10". If the answer is "No", the flow goes to a rectangle labeled "Queue packet F20". Both "Drop packet F10" and "Queue packet F20" lead to an oval labeled "End".

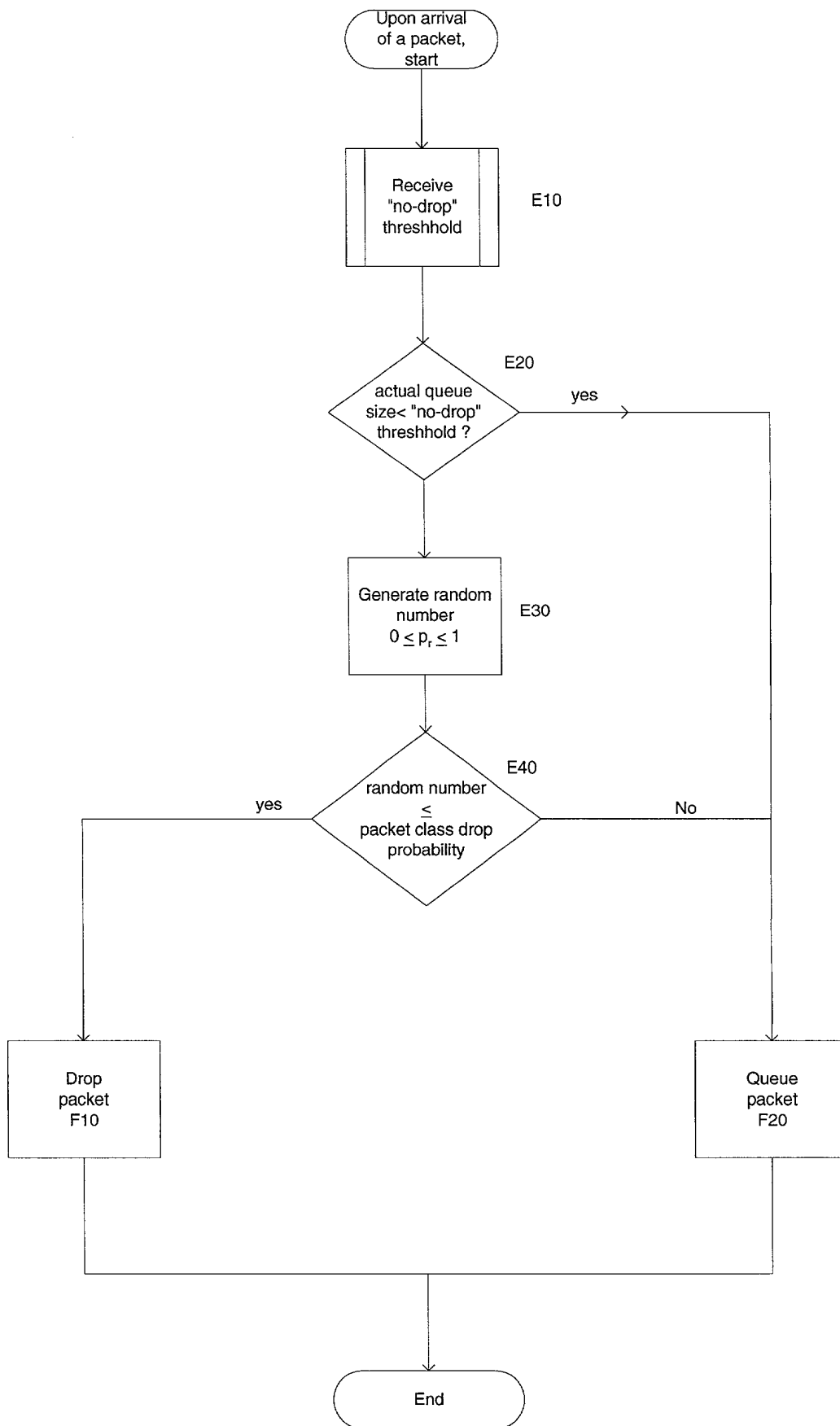


Fig. 7(A)

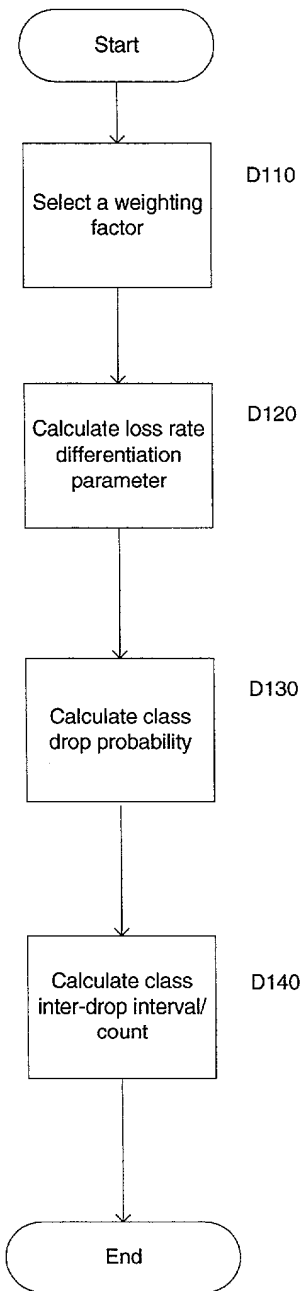


Fig. 6(B)

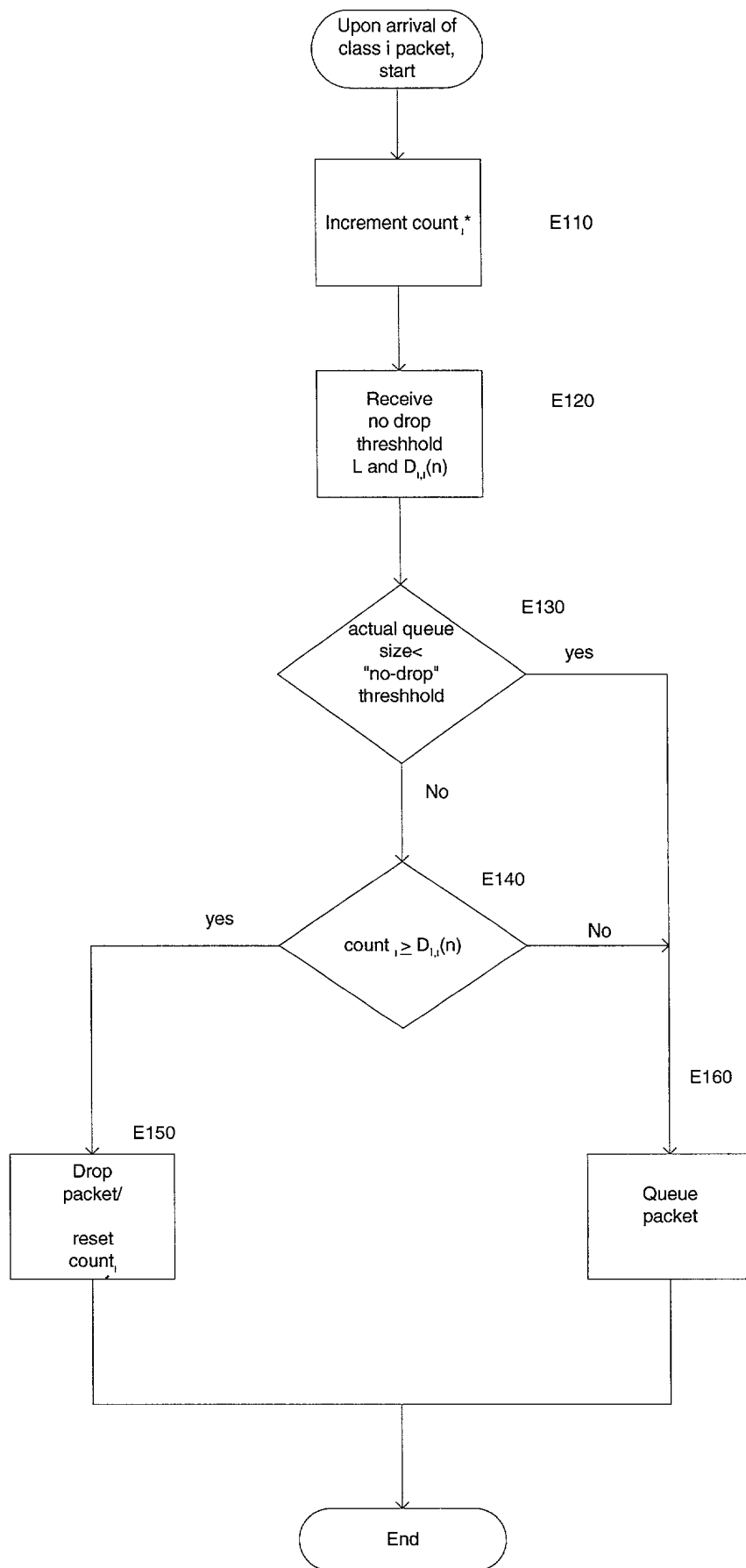


Fig. 7(B)

*count_i is initialized to zero before first packet arrived